

UNIDAD EDUCATIVA FISCAL ISMAEL PÉREZ PAZMIÑO

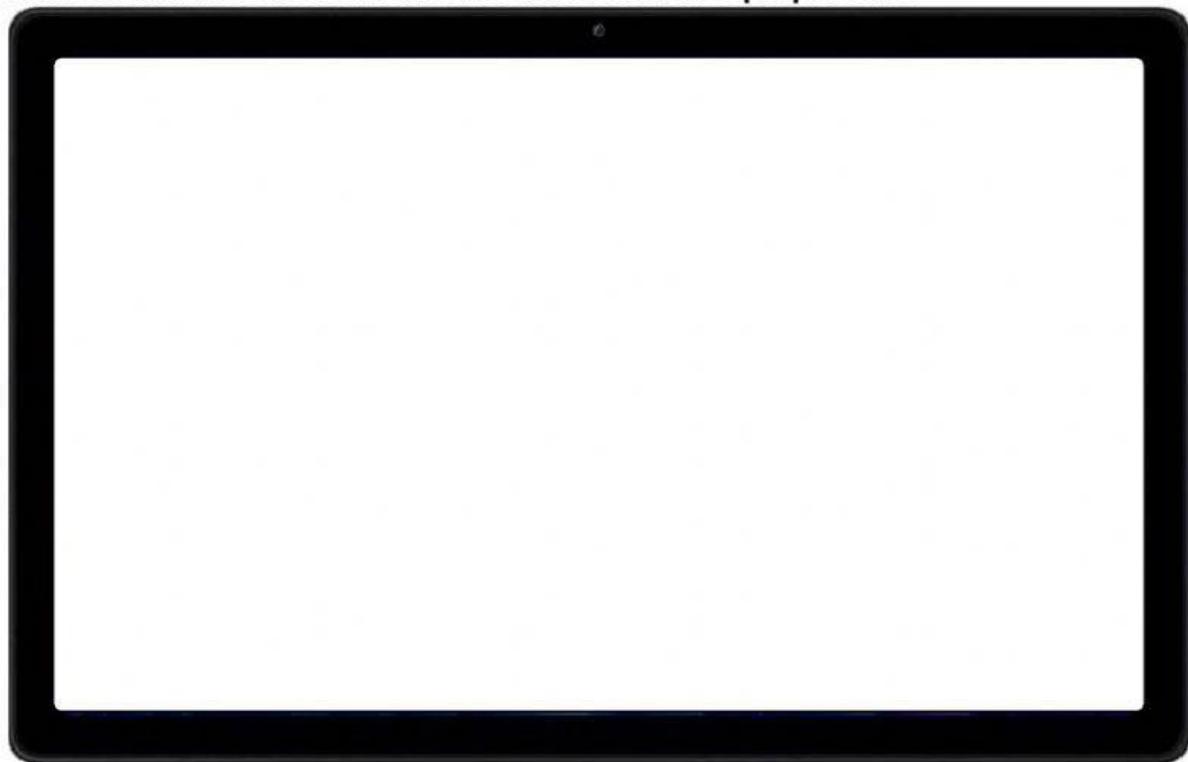
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

Curso: \_\_\_\_\_

Docente: Ing. Andrés González T, Mgtr.

**MATEMÁTICA: SISTEMAS DE ECUACIONES DE 2X2 POR EL MÉTODO DE CRAMER**

En base al video observado. Realice las actividades propuestas:



1. Complete los recuadros, cumpliendo el desarrollo de cada ecuación para encontrar la solución de sistema:

a) 
$$\begin{cases} 5x - 2y = 4 \\ 3x + 4y = 18 \end{cases}$$

$$x = \frac{\Delta x}{\Delta} = \frac{\boxed{\phantom{00}}}{\boxed{\phantom{0}}} = \boxed{\phantom{0}}$$

$$y = \frac{\Delta y}{\Delta} = \frac{\boxed{\phantom{00}}}{\boxed{\phantom{0}}} = \boxed{\phantom{0}}$$

$$\Delta = \begin{vmatrix} \boxed{\phantom{00}} & \boxed{\phantom{00}} \\ \boxed{\phantom{00}} & \boxed{\phantom{00}} \end{vmatrix} = \boxed{\phantom{0}} \boxed{\phantom{0}} \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

LEY DE SIGNOS

$$x = \begin{vmatrix} \boxed{\phantom{00}} & \boxed{\phantom{00}} \\ \boxed{\phantom{00}} & \boxed{\phantom{00}} \end{vmatrix} = \boxed{\phantom{0}} \boxed{\phantom{0}} \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

$$y = \begin{vmatrix} \boxed{\phantom{00}} & \boxed{\phantom{00}} \\ \boxed{\phantom{00}} & \boxed{\phantom{00}} \end{vmatrix} = \boxed{\phantom{0}} \boxed{\phantom{0}} \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

$$b) \begin{cases} x + 5y = 5 \\ 3x - 5y = 3 \end{cases}$$
$$\Delta = \begin{vmatrix} \boxed{\phantom{0}} & \boxed{\phantom{0}} \\ \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{vmatrix} = \boxed{\phantom{0}} \boxed{\phantom{0}} \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

$$x = \frac{\Delta x}{\Delta} = \frac{\boxed{\phantom{0}}}{\boxed{\phantom{0}}} = \frac{\boxed{\phantom{0}}}{\boxed{\phantom{0}}}$$

$$y = \frac{\Delta y}{\Delta} = \frac{\boxed{\phantom{0}}}{\boxed{\phantom{0}}} = \frac{\boxed{\phantom{0}}}{\boxed{\phantom{0}}}$$

SIMPLIFICAR

$$x = \begin{vmatrix} \boxed{\phantom{0}} & \boxed{\phantom{0}} \\ \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{vmatrix} = \boxed{\phantom{0}} \boxed{\phantom{0}} \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

$$y = \begin{vmatrix} \boxed{\phantom{0}} & \boxed{\phantom{0}} \\ \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{vmatrix} = \boxed{\phantom{0}} \boxed{\phantom{0}} \boxed{\phantom{0}} = \boxed{\phantom{0}}$$